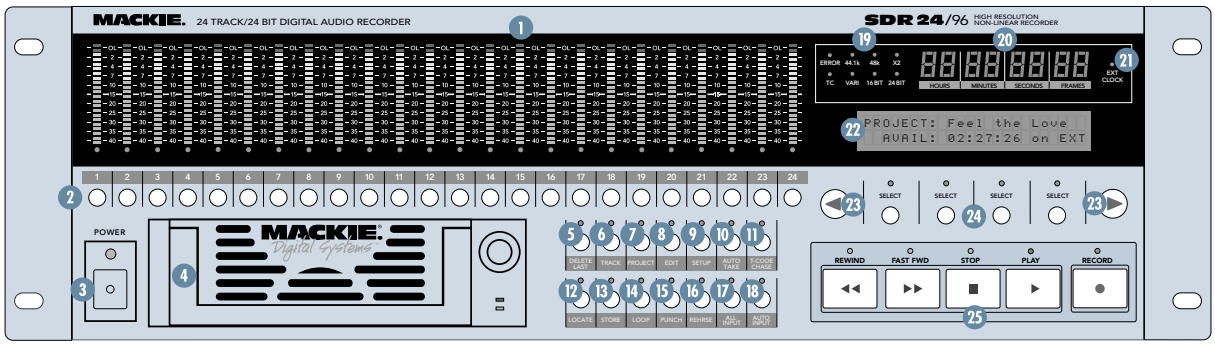
SDR24/96 Quick-Start Guide



Getting Started

Project

• Start a new project (**PROJECT:New**). Either accept the default name (**Project#1**) by selecting **New**, or press Page Right ▶ to enter a new name. When finished, press Page Left ◀ and select **New**.

I/O

• Choose either the ***analog inputs*** or ***digital inputs*** using the **INPUT TYPE SELECT** menu (**SETUP:I/O:Page Right Twice ▶:INPUT TYPE SELECT**), or customize a combination of both.

See "Hookups" on page 12 of the Operation Manual for examples of both analog and digital connections.

• By default, track numbers are assigned to their corresponding inputs and outputs. You can customize the mapping of the inputs (**SETUP:I/O:TRACK INPUT SELECT**) and outputs (**SETUP:I/O:Page Right ▶: TRACK OUTPUT SELECT**) to different tracks.

Sync:

• Choose the ***sample clock source*** (**SETUP:Sync:SClk**). If the SDR24/96 is providing the master clock, select Internal. If the SDR is a slave and syncing to an external clock through the Word Clock input, select Word Clock. Select ADAT A, B, or C if syncing to a self-clocking ADAT™ optical input.

• Choose the ***sample rate*** (**SETUP:Sync:SRate**). When recording with the analog inputs, choose any sample rate appropriate for your project. ***You must use the same sample rate throughout a project.*** When recording with the digital inputs, the sample rate must be the same as the digital source.

• Choose your preferred ***sample size*** (**SETUP:Sync:Page Right ▶:SSize**), either 16-bit or 24-bit.

• Choose the ***time code source*** (**SETUP:Sync:TcSrc**) if the SDR is chasing to time code (**T-CODE CHASE**). Use Jam Continuous when all devices are synced to the same master clock. Use Chase when the you are using the SDR24/96's internal sample clock (no external clock connected) and you want to sync to external time code.

Front Panel Description

❶ **Channel Level Indicators:** Indicate the signal level at the inputs or outputs, depending on the monitoring mode selected. OL on the meter corresponds to +22 dBu at the analog input, and 0 dBFS at the digital input.

❷ **Record Ready Buttons:** Used to arm tracks for recording, or to select tracks for editing. The red LED at the bottom of the meter blinks while in Record Standby, and lights steadily while actually recording.

❸ **POWER Switch:** Turns the SDR24/96 on and off.

❹ **Drive Bay:** For removable drives like the Mackie Media M•90 and the Project ORB™ cartridge.

❺ **DELETE LAST:** Deletes the last record pass (must be the last action in the History List). You cannot undo Delete Last.

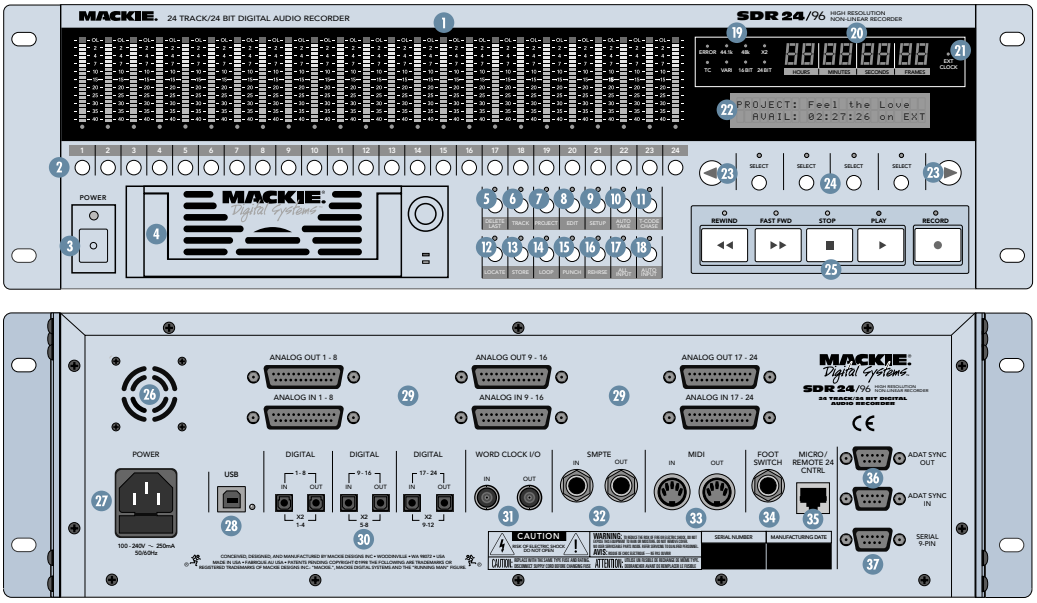
❻ **TRACK:** Accesses track options including Mute, Virtual Tracks, and Track Name.

❼ **PROJECT:** Accesses project options including New, Open, Save, Save As, Delete, Copy, Rename, and Purge.

❽ **EDIT:** Accesses common editing functions such as Delete, Cut, Copy, Paste, Place, Undo, and Redo.

❾ **SETUP:** Accesses the following options:

- *Record Options*
  - Record Safe
  - Preroll before Locator
  - Preroll
  - Postroll
  - Locator Mode
  - Auto Take Mode
  - One Button Record
- *I/O Options*
  - Track Input Select
  - Track Output Select
  - Input Type Select
- *Sync Options*
  - Sample Clock
  - Sample Rate
  - Time Code Source
  - Frame Rate
  - Sample Size
  - LTC Out
  - MTC Out
  - VariSpeed
- *Transport Options*
  - Locate 1-4
  - Current Locator Position
  - Transport Offset
  - Relative Offset
  - Relative Mode
  - Auto Play
- *Disk Options*
  - Mount Drive
  - Format Drive
  - Defragment Drive
- *System Options*
  - USB Mass Storage Mode
  - SDR Footswitch
  - Remote Footswitch
  - System Load
  - Date
  - Time
  - About



10 AUTO TAKE: Used for multiple record passes. When Auto Increment mode is selected, virtual track numbers are automatically incremented after each record pass. In Auto Edit mode, multiple recordings take place on the same virtual track, but previously recorded audio for the take is shifted down to the next virtual track.

11 T-CODE CHASE: Allows the SDR24/96 to sync to external time code.

12 LOCATE: Jump to Locate 1, 2, 3, or 4.

13 STORE: Store Locate points 1-4.

14 LOOP: Enables looped playback or recording.

15 PUNCH: Enables Auto Punch mode.

16 REHEARSE: Use to practice punching-in and punching-out. Punch-in and punch-out points are automatically saved to Locates 3 and 4, respectively.

17 ALL INPUT: Both armed and unarmed tracks monitor their inputs in Play and Record. Use for rehearsing and level-setting.

18 AUTO INPUT: Both armed and unarmed tracks monitor their previously recorded audio in Play, and armed tracks monitor their inputs in Record (unarmed tracks still monitor their previously recorded audio). Use for recording.

19 Status Display: Error, Sample Rate, Word Length, VariSpeed, and Time Code Sync indicators.

20 Current Time Display: Shows the current locator time in Hours:Minutes:Seconds:Frames.

21 EXT CLOCK: Indicates when the SDR24/96 syncs to an external clock.

22 LCD Display: Backlit 2x24-segment display provides selection options for the four SELECT buttons.

23 Page Left and Page Right Buttons: Used to scroll through the menus in the display.

24 SELECT Buttons: Used to select options in the display.

25 Transport Controls: Includes Rewind, Fast Forward, Stop, Play and Record.

Rear Panel Features

26 Fan: Keeps the SDR24/96 running cool.

27 IEC Socket: Connect the detachable linecord here. The SDR24/96 has a universal switching power supply and accepts an AC line voltage between 100 and 240 VAC. No voltage select switch to worry about!

28 USB: Use to connect to a USB (Universal Serial Bus) port on a PC or Macintosh computer to backup and transfer files. The SDR24/96 must be in USB Mass Storage Mode (**SETUP:Page Right:System:USBMS**) to use the USB port.

29 ANALOG INputs and OUTputs: DB25 Female connectors send and receive balanced analog line-level signals. See "Appendix D" in the Operation Manual for the pinout diagram, and "Appendix E" for compatible cables.

30 DIGITAL INputs and OUTputs: ADAT™ optical format send and receive digital audio signals.

31 WORD CLOCK IN and OUT: BNC connectors send and receive word clock signals.

32 SMPTE IN and OUT: 1/4" TRS connectors send and receive SMPTE LTC (Longitudinal Time Code). LTC Output can be manually turned on and off (**SETUP:Sync:Page Right:LtcO**).

33 MIDI IN and OUT: 5-Pin DIN connectors send and receive MTC (MIDI Time Code) and MMC (MIDI Machine Control). MTC Output can be manually turned on and off (**SETUP:Sync:Page Right:MtcO**).

34 FOOTSWITCH: 1/4" TS jack for footswitch control of Play/Stop or Punch In/Punch Out.

35 REMOTE: RJ-45 connector for the optional Micro Remote or Remote 24.

36 ADAT SYNC IN and OUT: DB9 Female connectors for connecting to the Sync connections on an ADAT multitrack recorder.

37 SERIAL 9-PIN: DB9 Female connector for connecting transport controllers that use the EIA RS-422 serial data communication standard (supports Sony® 9-Pin protocol).

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